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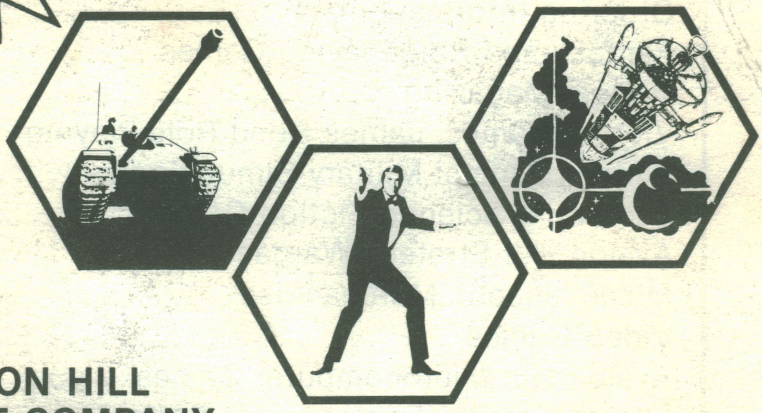
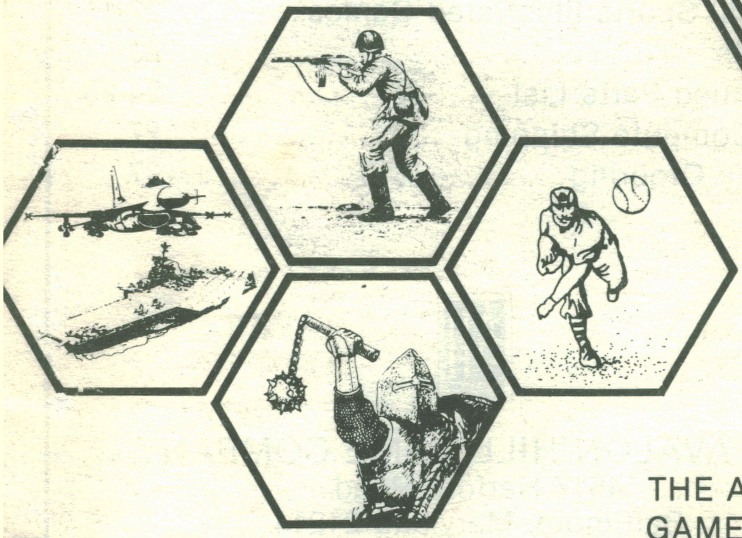
EFFECTIVE JANUARY 26, 1985



THE
AVALON HILL
GAME COMPANY

Victory Games Inc.



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6,600 QUESTIONS
AND ANSWERS
SEE PAGE 21

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THE AVALON HILL GAME COMPANY
4517 Harford Road
Baltimore, Maryland 21214

Numbered circles represent wargame complexity rating on a scale of 1 to 10: 10 being the most complex.

THIS IS a complete listing of all current games and their parts listed in group classifications. Parts which are shaded do not come with the game, but are variants and/or accessories to the game. Discontinued Avalon Hill games are listed on the last pages of this booklet.

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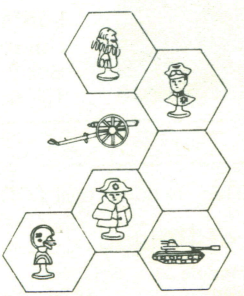

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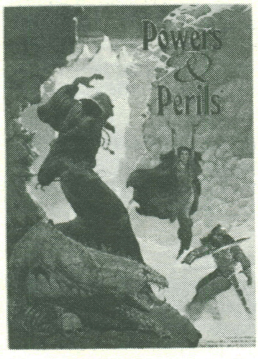

Powers & Perils

A challenging fantasy role-playing game that charts infinity for your gaming pleasure. For boundless worlds of fantasy adventure **Powers & Perils** is for you.

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NOTE: Ownership of POWERS AND PERILS is necessary to play modules & supplements

Book of Tables

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Supplement #1

Book of Tables	**$10.00**
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Module #1

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Perilous Lands

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Supplement #2

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Book 1 Culture Book	7.00
Book 2 Site Book	5.00
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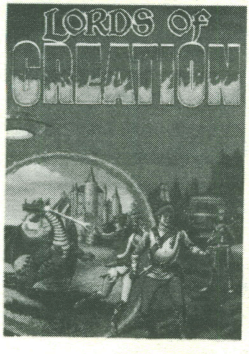

Lords of Creation

The unique role-playing game for all time. **Lords of Creation** can be played in any era: past, present and future. The simple, yet complete rulebook gets players into the game quickly. Perfect for beginning gamers.

Lords of Creation	**$12.00**
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NOTE: Ownership of LORDS OF CREATION is necessary to play modules

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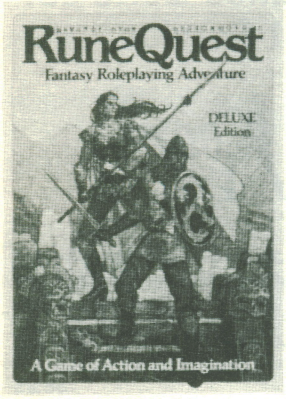

RuneQuest

Recipient of *Omni Magazine's* Top 10 Games of the Year Award!

The new edition! The designers of *RuneQuest* have put together their years of experience to bring you the definitive edition of this popular fantasy role-playing game. Look for the Vikings! and Monster Coliseum supplements!

RuneQuest (Deluxe)	**$38.00**
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NEW

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Supplement #1

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Game Aids Book	4.00
Mapsheet	8.00

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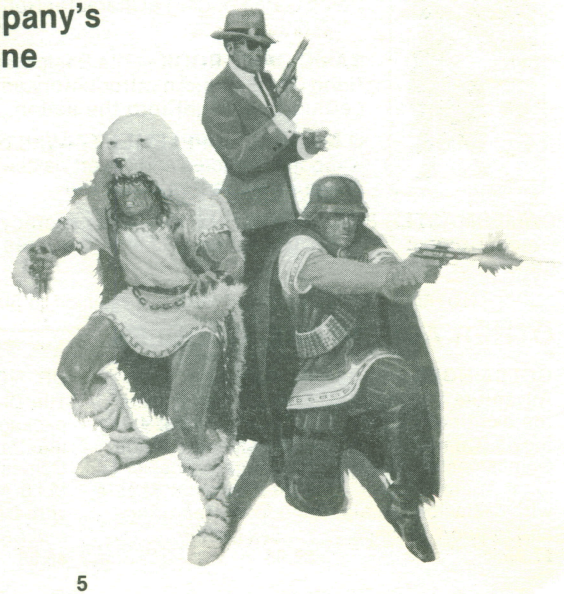
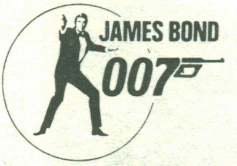


Enter the Victory Games World of James Bond 007 Role Playing In Her Majesty's Secret Service

Winner of the H.G. Well's Best Role Playing Game Award!



ADVENTURE MODULES

YOU ONLY LIVE TWICE—An adventure for new agents based on the popular film. **Comps:** 56-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, stand-up screen with maps and floorplans. **$7.95**

LIVE AND LET DIE—A tournament level adventure of danger and excitement! **Comps:** 64-page Gamesmaster Guide, 8-page Map Booklet, M.I.6 Mission Sheets, stand-up screen with map. **$8.95**

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SUPPLEMENTS

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NOTE: Ownership of BASIC GAME is required to play these modules and supplements

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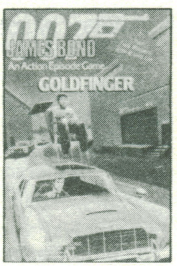
James Bond 007 Action Episode Games

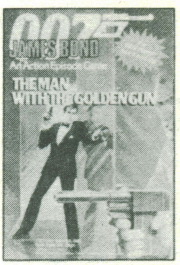
For Children 8 and Up

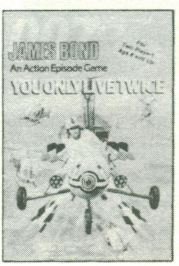
JAMES BOND 007

Victory Games Inc.

Based on the exciting movie series, the easy-to-play Action Episodes bring the World of James Bond 007 into your home. Chase villains on land, in the air, on the seas! The fun is just beginning with solitaire and two-player Action Episodes!







GOLDFINGER ACTION EPISODE
James Bond and his famous Aston Martin DBV in the most famous Bond car chase, in this 2-player game. Includes 11″ × 16″ four-color mounted mapboard, 5 die-cut figures with bases, 5 game cards, 2 six-sided dice, rules folder. **$7.95**

LIVE & LET DIE ACTION EPISODE
A high-speed chase through Louisiana bayou with Bond racing for his life in this 2-player game. Includes 11″ × 16″ four-color mounted mapboard, 5 die-cut figures with bases, 32 game cards, 2 six-sided dice, rules folder. **$7.95**

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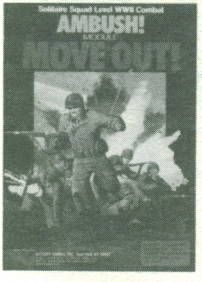
This new **Ambush** follow-on module adds new components to the original game components to produce six astounding new missions. **Three New Maps** and **108 New Counters** expand the scope of this award-winning solitaire system to introduce new challenges and dangers. You must own **Ambush** to play **Purple Heart.**

Para./Miss. Bklt.	$5.00	Counter Sheet	$3.00
Character Cards (60)	4.00	Mapsheets—(C)	ea. 5.00
Mission Cards (13)	7.00	Mapsheets—(D&E)	ea. 3.00



AMBUSH Follow-On Module
MOVE OUT! (5) **$12.00**
With four new missions, **Move Out!** takes you and your squad of battle-hardened veterans back to war-torn France, picking up the adventure where it left off in Ambush! You must own **Ambush** to play **Move Out!**

Paragraph/Mission Booklet .$4.00
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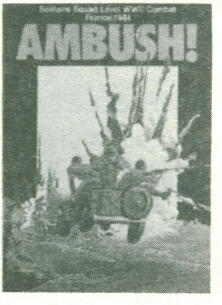
Ambush is Winner of the
Charles Roberts Best 20th Century Wargame Award!



AMBUSH (5) **$24.00**
The unique solitaire game of small unit tactics during World War Two.

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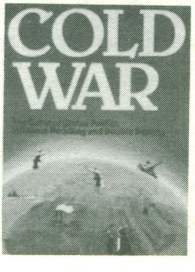

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The great powers of North America, Western Europe, the Soviet Union and China vie for political and economic domination throughout the world, while trying—with all the means, fair and foul, at their disposal—to disrupt the expansion of their opponents. Diplomats, agents, and military forces abound in this tour de force of world-wide brinksmanship.

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New Thrilling Wargames From Victory!

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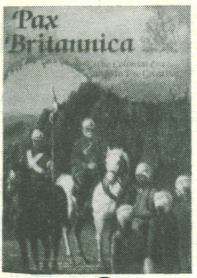

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PAX BRITANNICA (4) **$24.00**

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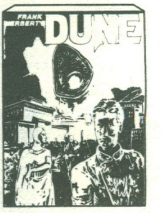
NEW FOR '85



DUNE—Space civilization power struggle game repackaged with graphics from the movie based on the game **16.00**

Mapboard	$8.00	Character Shields: (Spec. by Char.)	ea. $1.00
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Leader Counters	3.00	Combat Wheelw/Pin	1.50
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PLUS . .

NEW

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Set of Share/Vote Cards	2.00
Set of Access/Harvest Cards	2.00
Sets of Planet Cards	2.00

NEW

DUNE MODULE

THE DUEL—The **Dune** game module that re-creates the situation that builds to a crescendo in the movie DUNE.

$14.00

Mapboard 11″ × 16″	$6.00
Set of Duel Cards	2.00
Set of Treachery Cards	2.00
Die Cut Leader Counters	3.00

NEW

NOTE: Ownership of **Dune Basic Game** is required to play Adventure Modules

STELLAR CONQUEST—A science-fiction game of intergalactic conquest based on the 25th century **$24.00**

Rules	$4.00	Record Pad	$3.00
Mapboard 22″ × 24″	8.00	2-Sets Star Cards	2.00
#1 Die Cut Counters	3.00	4 Task Force Cards	2.00
#2 Die Cut Counters	3.00		

ALPHA OMEGA (4) **14.00**
- Mapboard 8.00
- Rules 2nd Edition 4.00
- Counters:
  - Identification 3.00
  - Ship 3.00
- Log Pad 3.00
- Game Tables Card 1.00

DOWN WITH THE KING (5) **11.00**
- Rules 4.00
- Set of Playing Aid Cards 3.00
- Event Cards 4.00
- Record Pad 2.50
- Counters 3.00

DRAGONHUNT (3) **16.00**
- Mapboard 8.00
- Rules 4.00
- Player Counter Sheet 3.00
- Miscellaneous Counter Sheet 3.00
- Set of Playing Cards 3.00

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- Counters A&B ..... EA. 3.00
- Rules 4.00
- Chit/Table Card 1.00

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- Counters A,B,C,D ..... EA. 3.00
- Rules 4.00

FREEDOM IN THE GALAXY (4) (7) & (10) **21.00**
- Mapboard 8.00
- Rules 3.00
- Counters:
  - Section No. 1 ..... 3.00
  - Section No. 2 ..... 3.00
- Galactic Guide 3.00
- Set of Player Cards 7.50
- Charts & Tables Card 2.00
- Track Record Card 2.50

THE LEGEND OF ROBIN HOOD (4) **8.00**
- Mapboard 4.00
- Rules 4.00
- Counters 3.00

MAGIC REALM (9) **16.00**
- Boards: Specify **Elf, Fabulous, Myriad, Witch** ..... EA. 3.00
- Rules 4.00
- Major Counters 3.00
- Minor Counters 3.00
- Treasure Spell Cards 2.00
- Personal History Pad 3.00
- Treasure Set-Up Card 1.00
- Character Cards Deck 2.50

MYSTIC WOOD (2) **11.00**
- Set of Map Tiles 6.00
- Rules 3.00
- Deck of Role Cards 4.00
- Set of Pawns 1.00

STARSHIP TROOPERS (5) **16.00**
- Mapboard 8.00
- Rules 4.00
- Alien Counters 3.00
- Terran Counters 3.00
- Map/Roster Pad 2.50
- CRT 1.00

TITAN (4) **16.00**
- Mapboard 8.00
- Rules 3.00
- Counters (8) ..... EA. 3.00
- Hit Marker Counters 3.00
- Battlelands Displays:
  - Set of 11 ..... 3.00

UFO (1) **6.00**
- Mapboard 6.00
- Rules 2.00
- Counters 3.00

WIZARDS (6) **20.00**
- Mapboard 8.00
- Rules 3.00
- Counters 3.00
- Hex Territory Tiles 3.50
- Task, Wizard, Event & Gem Cards Set 6.00
- Record Board Card 1.50
- Record Sheet Pad 3.00
- Plastic Character Bases Set (4) 1.00

WIZARD'S QUEST (2) **16.00**
- Mapboard 8.00
- Rules 3rd Edition 2.00
- Counters 3.00
- Petition Cards Set 3.00

Numbered circles represent complexity rating on a scale of 1 to 10: 10 being the most complex.

STRATEGY/WARGAMES

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Numbered circles represent complexity rating on a scale of 1 to 10: 10 being the most complex.

AFRIKA KORPS (2) **14.00**
Mapboard 8.00
Counters 3.00
Rules (**3rd Edition**) 4.00
TRC 1.00
Situation Card 1.00
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Rules 4.00
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CRT 1.00
Counters 3.00

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Mapboard: A,B,C,D ..... **EA.** 3.00
Rules 4.00
Counters: Arab, Israeli ..... **EA.** 3.00
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Mapboard: Maleme 3.00
Georgeopolis 3.00
Panormon 3.00
Malta 3.00
Rules 4.00
Counters: Allied & Axis ..... **EA.** 3.00
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B-17 (Queen of the Sky) (3) **16.00**
Mapboard (11 x 16) 8.00
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Counters 3.00
Airplane Cards 6.00
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BATTLE OF ITALY (4) **6.00**
Mapboard ..... **EA.** 3.00
Rules 3.00
Counters 3.00
Charts & Tables Cards 3.00

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Bismarck Variant Kit 5.00
Includes two variant mapsheets and Vol. 16, No. 2 of The General

BLITZKRIEG (6) (7) **thru** (10) **16.00**
Mapboard 8.00
Red Troop Counters 3.00
Blue Troop Counters 3.00
Rules 4.00
Attrition Table Card 1.00
O/A Card Set 2.00
Time Record Card 1.00

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Rules 4.00
Counters 3.00
Confederate Set-up Card 1.00
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Gallic Troop Counters 3.00
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CHANCELLORSVILLE (4) **14.00**
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Rules 4.00
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Counters 3.00

Strategy/Wargames Continued

CIRCUS MAXIMUS (3) **9.00**
Boards 1,2,3 ..... **EA.** 3.00
Unit Counters 3.00
Rules Manual **(2nd Edition)** 3.00
Chariot Racing Pad 2.50

CIVILIZATION (3) **22.00**
Mapboard 8.00
Rules 3.00
Counters:
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Thracian/Babylonian 3.00
African/Assyrian 3.00
Cretian 3.00
Archeological Succession
Table Card 2.50
Set of Trade Cards 5.00
Set of Civilization Cards 5.00
Player Mats (7) 3.00
New Trade Cards 4.00

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Counter Sheet #2 ..... 3.00
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Mapboard #6, #7 ..... **EA.** 4.00
Counters:
French infantry 3.00
British Infantry 3.00
Neutrals Armor & Ordnance 3.00
French Armor & Ordnance 3.00
British Armor & Ordnance 3.00
British Armor 3.00
Rules 4.00
Scenario/CRT Card Set 3,00
Series 200, Pad of 10 ..... 5.00
Rogue Scenarios, Pad of 12 ..... 5.00

CROSS OF IRON (9) **18.00**
Gameboard #5 ..... 4.00
Counters:
Infantry A 3.00
Infantry B 3.00
Artillery 3.00
German Vehicle 3.00
Russian Vehicle 3.00
Rules **(3rd Edition)** 4.00
Scenario Cards/CRT Set 3.00
Series 100, Pad of 10 ..... 5.00

DAUNTLESS (7) **'81 Rev. Ed.** **16.00**
(Must have AirForce game to Play)
Rules 4.00
Airplane Data Cards Set 6.00
Counters (Allied, Japan) ..... **EA.** 3.00
Log Pad 2.50

D-DAY (2) **14.00**
Mapboard 8.00
Counters 3.00
Rules **(3rd Edition)** 3.00
Time Record Card 1.00
CRT 1.00

DIPLOMACY (3) **17.00**
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Basic Rules Sheet 1.00
Play-By-Mail Sheet 1.00
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Set of 7 Conference Maps 2.00
Gamers Guide 4.50

FLAT TOP '81 Edition (10) **22.00**
Mapboard 12.00
Rules 4.00
Ammunition Pad 2.50
Counters:
Allied 6.50
Japan 6.50
Info Counters 3.00
Air Record Pad 2.50
Playing Aids Card Set 3.00
Air Operations Chart 4.00

FORTRESS EUROPA (7) **16.00**
Mapboard 8.00
Allied Counters 3.00
German Counters 3.00
Rules **(2nd Edition)** 4.00
Playing Aid Card Set 4.00

FRANCE 40 (4) **14.00**
Mapboard 8.00
Counters 3.00
Rules 2.00
Campaign Analysis 2.00
O/B Cards Set 2.00
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CRT Sheet 1.00

FREDERICK THE GREAT (4) **12.00**
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Rules 3.00
Counters 3.00

FURY IN THE WEST (4) **15.00**
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Rules 4.00
Counters 3.00
Player Aid Card 1.00
Strength Record Chart:
Confederate 1.00
Union 1.00

GETTYSBURG (3) (6) & (10) **16.00**
Mapboard 8.00
Rules 4.00
Counters (2) 6.00
Formation Markers (2) 4.00
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G.I. ANVIL OF VICTORY (10) **30.00**
Mapboards 8,12,13,14&15 ..... **EA.** 4.00
Rules **(2nd Edition)** 4.00
Counters:
U.S. Army 3.00
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British Armor 3.00
U.S. Infantry 3.00
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British HS; SS & Unarmed Inf. 3.00
German Infantry 3.00
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Overlay(12 cards total)**(2nd Ed.)** 4.00
Additional Scenarios—300 Series 5.00

GLADIATOR (4) **9.00**
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Rules 3.00
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GUNSLINGER (5) **20.00**
Mapboards (8): A to H ..... **EA.** 1.50
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Rules 3.00
Counters 3.00
Set of Action/Result Cards 6.00
Set of Player Aid Cards 3.00
Legend Pad 3.00

GUNS OF AUGUST (5) **17.00**
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Rules **(2nd Edition)** 4.00
Playing Aid Cards Set (2) ..... **EA.** 2.00

HUNDRED DAYS BATTLES (8) **6.00**
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Rules 3.00
Counters 3.00

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Set of Task Force Cards:
TRC/Gunnery Tables (4) 2.00
Counters: British, Ger. ..... **EA.** 3.00
Range Finder/Area Markers 1.00
Maneuver Gauge 1.00
Hit Record Pad; Brit., Ger. ..... **EA.** 2.50

KINGMAKER (7) **16.00**
Mapboard 8.00
Rules 4.00
Counters 3.00
Crown Cards Deck 3.00
Event Cards Deck 3.00
Variant Event Cards 4.00
Variant Event Cards come with rules—for further information see General Vol.14 #2.

LITTLE ROUND TOP (4) **6.00**
Mapboard 4.00
Rules 3.00
Counters 3.00

THE LONGEST DAY (8) **65.00**
Mapboard: A—Cherbourg 3.00
A—Countances 4.00
C—Saint Lo 4.00
D—Caen 4.00
E—Cabourg 3.00
F—Avranches 4.00
F—Argentan 4.00
Utility Half-sheet Counters 3.00
Utility Sheet Round Counters 3.00
American Counters 3.00
Birtish Counters 3.00
German #1 Counters 3.00
German #2 Counters 3.00
Rules 10.00
Allied Landing Schedule/
Scenario #1 Card 2.00
Allied Entry Track/
Scenario #2 Card 2.00
German Entry Schedule/
Scenario #3 Card 2.00

Strategy/Wargames Continued

Cherbourg/Scenario #4 Card 2.00
Combat Results Tables Cards 3.00
Terrain Effects Chart Cards 3.00
Game Box (Empty) 6.00

LUFTWAFFE (5) **16.00**
Mapboard 8.00
Counters: Ger. & Amer. ..... **EA.** 3.00
Rules 3.00
Order of Battle Card Set 2.00
Aerial Combat Results Sheet 1.00
Target Pad 2.50

MACHIAVELLI (4) **14.00**
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Rules 4.00
Power Counters 8935031/32 ..... 3.00
Power Counters 8935035/36 ..... 3.00
Log Pad 2.50
Game Tables Card 1.00

MIDWAY (3) **16.00**
Mapboards: Search & Battle ..... **EA.** 4.00
Counters: Ship & Battle ..... **EA.** 3.00
Rules 4.00
Log Pad 2.50
Search Board Screen 1.00
Coral Sea Variant Kit 6.00
Includes Counters & Maps

NAPOLEON (3) **14.00**
Mapboard 8.00
Rules 2.00
Wooden Counters Set 7.00
Allied & Fr. Battle Card ..... **EA.** 1.00

NAPOLEON AT BAY (9) **22.00**
Eastern Mapboard 8.00
Western Mapboard 8.00
Rules 4.00
Scenario Study Folder 4.00
Counters 3.00
French Org. Display Card 2.00
Silesia Org. Display Card 2.00
Bohemia Org. Display Card 2.00

NAVAL WAR (1) **6.00**
Rules 2.00
Set of Ship Cards (black) 3.00
Playing Cards (2 sets) (red) ..... **SET** 3.00

ORIGINS (1) **14.00**
Mapboard 8.00
Counters: US,BRT,FR,GR,RUS ..... **EA.** 3.00
Rules 3.00
Nat. Obj. Card ..... **EA.** 1.00
Historical Objective Card ..... **EA.** 1.00

PANZERARMEE AFRIKA (5) **16.00**
Mapboard 8.00
Rules 3.00
Counters 3.00
Terrain Effects Chart 2.00

PANZERBLITZ (6) **18.00**
Mapboards: 1,2,3 ..... **EA.** 4.00
Counters: Ger. & Rus. ..... **EA.** 3.00
Rules 2.00
Campaign Analysis 2.00
Situation Cards 2.00
Combat Chart Sheet 1.00
Wargamer's Guide 4.50

PANZERGRUPPE GUDERIAN (9) **18.00**
Mapboard 10.00
Rules 4.00
Unit Counters 3.00
Player Aid Cards (2) 2.00

PANZERKRIEG (6) **18.00**
Mapboard 8.00
Counters 3.00
Rules 4.00
Study Folder/Scenario Guide 3.00
Charts/Tables Card 3.00

PANZERLEADER (7) **18.00**
Mapboard: A,B,C,D, ... **EA.** 4.00
Rules 4.00
Counters: Ger. Allied ..... **EA.** 3.00
Scenario/CRT/TEC Card Set 2.00
Panzerleader 1940 Variant Kit 5.50
Includes Vol. 15, #2 of The General with counters.

RICHTHOFEN'S WAR (5) **14.00**
Mapboard 8.00
Rules 2.00
Briefing Manual 2.00
Scenario Cards Set 2.00
Counters 3.00
Log Pad 2.50
Target Damage Table Sheet 1.00
Maneuver Cards Set 4.00
Richthofen maneuver Card set comes with rules—for further information see General Vol. 14, #4.

RUSSIAN CAMPAIGN (4) **14.00**
Mapboard 8.00
Rules **(3rd Edition)** 4.00
Counters 3.00
German O/B Chart 1.00
Russian O/B Chart 1.00

SAMURAI (6) **14.00**
Mapboard 8.00
Counters 3.00
Rules 4.00
Clan Charts (4) 2.00

1776 (7) **16.00**
Mapboard 8.00
Rules 4.00
Counters: Amer./Brit. ..... **EA.** 3.00
Set of Scenario/CRT Cards 2.00
Terrain Effects Sheet 1.00
Tactical Cards Set 2.00

SOURCE OF THE NILE (5) **15.00**
Mapboard 8.00
Counters 3.00
Rules 4.00
Event Card Set 2.00
3 Crayon Set 2.50
Player Pad 3.00

SQUAD LEADER (8) **20.00**
Mapboard: 1,2,3,4 ..... **EA.** 4.00
Rules **(4th Edition)** 4.00
Allied Counters 3.00
German Counters 3.00
Vehicle & Fort Counters 3.00
Scenario Card Set 3.00
Expansion Mapboards: 5,6,7,8,9, 10,11,12,13,14,15 ..... **EA.** 4.00
New Mapboards: 16-23 ..... **EA.** 4.00
Scenarios A-D 4.00
Scenarios E-I 4.00
Scenarios J-M 4.00
Expansion Gamettes see/ Cross of Iron, Crescendo of Doom & G.I. Anvil of Victory

STALINGRAD (2) **14.00**
Mapboard 8.00
Counters 3.00
Rules 3.00
TRC 1.00
Weather Card 1.00
CRT 1.00

STORM OVER ARNHEIM (3) **16.00**
Mapboard 8.00
Rules 3.00
Counters:
British 3.00
German 3.00

STRUGGLE OF NATIONS (10) **21.00**
Mapboard of North/West/ 8.00
East 6.00
Rules 5.00
Counters:
Combat 3.00
Leader 3.00
Organizational Chart Card:
French 2.00
Allied 2.00
Scenario Folder 5.00
Turn Record/Reinforcement Track Card 3.50
Organization Displays:
Allied, French 4.00
Chart & Tables Folder (2) ..... **EA.** 3.00

SUBMARINE (8) **16.00**
Mapboard 8.00
Rules **(2nd Edition)** 4.00
Playing Aids Card Set 2.00
Counters 3.00
Log Pad 3.00

TACTICS
(25th Anniversary Issue) (2) **12.00**
2-Section Mapboard 8.00
Counters 3.00
Rules 4.00

TACTICS II (1) **11.00**
Mapboard 8.00
Counters 3.00
Rules 3.00
Weather/Time Record Card 1.00
CRT 1.00

THIRD REICH (10) **18.00**
Mapboard 8.00
Rules **(4th Edition)** 4.00
Situation Cards Set (5) 2.00
Counters: British 3.00
US/Russian 3.00
German/Italian 3.00

TOBRUK (7) **16.00**
Mapboard (AD,BE,CF) ..... **EA.** 3.00
Rules 4.00
Roster Pad 2.50
German Hit Probability Chart 1.00
British Hit Probability Chart 1.00
Casualty Tables Card 1.00
German Counters 3.00
British Counters 3.00

TRIREME (3) **15.00**
Mapboard 8.00
Rules Manual 4.00
Ship Counters 3.00
Marker Counters 3.00
Game Table Card 1.00
Log Pad 2.50

UP FRONT (4) **25.00**
Counters 3.00
Rules 4.00
Action Cards Decks
(1-54,55-108,109-162) ..... **EA.** 3.00
Die Cut Personality Cards
(2 decks) ..... **EA.** 3.00
Die Cut Set of 40 AFV Cards 3.00
Discard Tray 3.00

VICTORY IN PACIFIC (2) **14.00**
Mapboard 8.00
Rules **(2nd Edition)** 3.00
Ship Counters 6.00
Japanese O/B Card 1.00
American O/B Card 1.00

WAR AND PEACE (5) **16.00**
Mapboard 8.00
Counter #1,#2,#3,#4 ..... **EA.** 3.00
Campaign Game Card 1.00
Rules **(2nd Edition)** 4.00
Player Aid Card 1.00

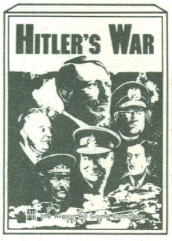
WAR AT SEA (5) **10.00**
Mapboard 8.00
Rules 1.00
Counters 3.00

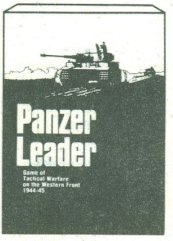
WAR AT SEA II 9.50
Although not required . . . all War at Sea Variants that have appeared in the General can be played using the WAR AT SEA II Kit. General Vols. 15, #3, and 13, #3 (only photostatic copy avail.) and Vol. 14, #4.

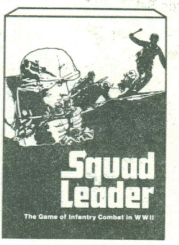
WATERLOO (2) **14.00**
Mapboard 8.00
Counters 3.00
Rules 3.00
TRC 1.00
Situation/OA Card 1.00
CRT 1.00

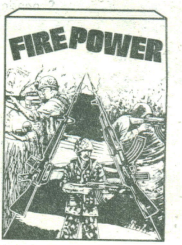
WOODEN SHIPS (6) **14.00**
Mapboard 8.00
Rules **(2nd Edition)** 4.00
Counters 3.00
Log Pad 3.00
Advanced Game CRT 1.00

ITEMS printed on a shaded area do not come with the game; they are accessories and/or variants, only, and available only from The Avalon Hill Game Company direct.









Miscellaneous Merchandise

BINDERS for The General (holds 10 issues . 6.00

BOXES (Empty)
Standard Bookcase (specify game) sz. 3.00
All-Purpose Bookcase size (for out-of-stock boxes) 3.00
Flat box (specify game) size 3.00
Longest Day box 6.00

BUMPER STICKERS 1.00

COUNTERS, BLANK
(a) BLANK WHITE, suitable for coloring with felt tipped pens. Specify: ½" (D-Day size or ⅝" (Panzer).
(b) PRE-PRINTED with standard unit notations, ½" (D-Day) size only. Specify: White, Beige, Blue, Yellow, Grey, Green
Apx: 190 + per sheet . . . . . each 2.00
6 for 7.50
12 for 14.00

DICE (set of 6) specify white and/or red . . . 1.00
10 Sided Die (1) 1.00

HATS 7.00

HEX PADS Approx. 30 sheets per pad each 8 × 10 printed both sides. 216 hexes one side 1.584 hexes on reverse side 2.50

HEX SHEETS
White, unmounted cardboard shipped in mailing tube to prevent creasing. Specify D-Day type (⅝" hex) 22" × 28", **OR** Panzer type (1 3/16" hex) 22" × 24" . . . . . each 1.50
4 for 5.00
12 for 11.00

MAGNETIC Strips for Counters
Ten ft. lengths 7.50
One ft. 1.00

MAPBOARDS, BLANK RIGID
Finished folding boards minus the printed mapsheet itself. Specify: **(D-Day size)** 14" × 22" **OR (PzBlitz Size)** 8" × 22" . . . . . each 2.00
6 for 8.50
12 for 15.00

MAPBOARDS CLIPS (Set of 4)
Holds isomorphic mapboards in position . . . 1.00

MAPSHEETS UNMOUNTED Specify name of game. Price same as mounted game board. Great for mounting on any surface including metal.

PLAY-BY-MAIL KITS
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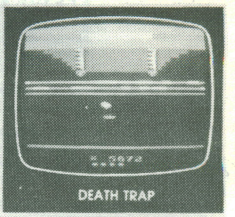

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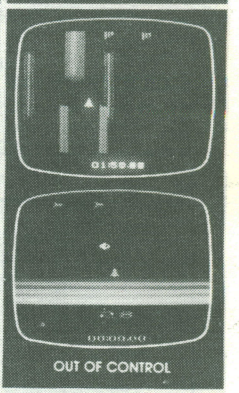

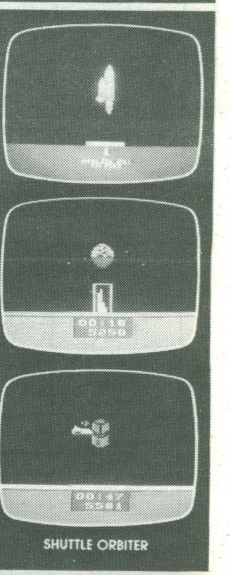

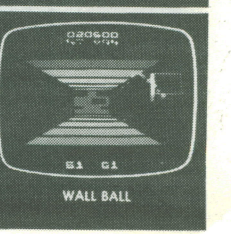

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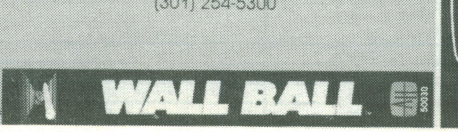

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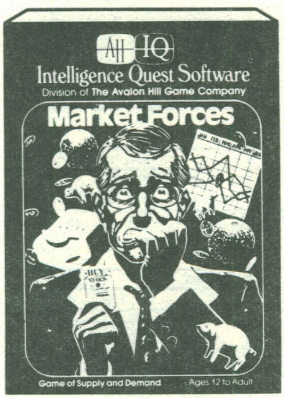

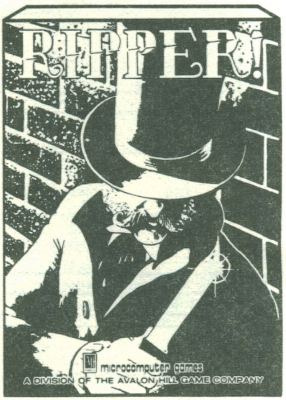

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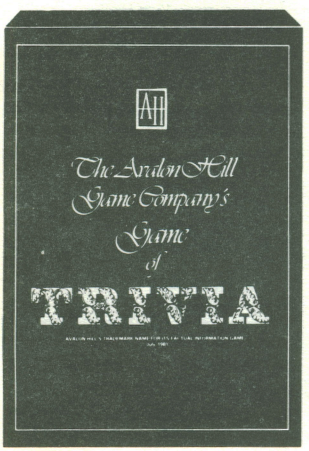

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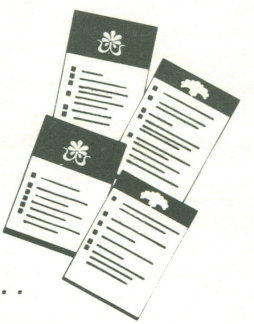

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Magazines

THE AVALON HILL GENERAL

Every bi-monthly issue is jammed full of articles on Avalon Hill games. Written by the AH staff or wargaming experts and enthusiasts, articles range from historical tie-ins and background events to strategy and tactics. Includes Victory Games "Insider." Each issue usually has a SERIES REPLAY; a move by move recreation of a game between two expert players. There are also new product announcements, product reviews, and a contest that gives away over $150 of merchandise each issue. In recent issues, there have been professional variants to certain games with special inserts containing new maps or counters. Finally, there is also a postage coupon in every issue, good for helping to pay the cost of a mail order.

You will also find a guide to every Avalon Hill game ever published and the content of each issue of The General, the Company's official magazine. Now you will be able to secure every article from The General as well as out-of-print game components for yourself via Avalon Hill's photostatic service. Covers Volumes 1 thru 16.

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INDEX—THE AVALON HILL GENERAL INDEX and COMPANY HISTORY . . . $4.50
Catch up on your hobby's history. Within this booklet you will be able to follow the growth of The Avalon Hill Game Company, who started it all way back in 1952.

HEROES

The Avalon Hill Game Company's Role-Playing Magazine

SEE PAGE 5 FOR MORE DETAILS

Discontinued Parts List 1985

This is our complete list of available discontinued games and parts. Please note, there are no boxes available except where we offer complete games. Many of these parts are in very short supply, and so orders will be filled on a first come, first served basis.

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